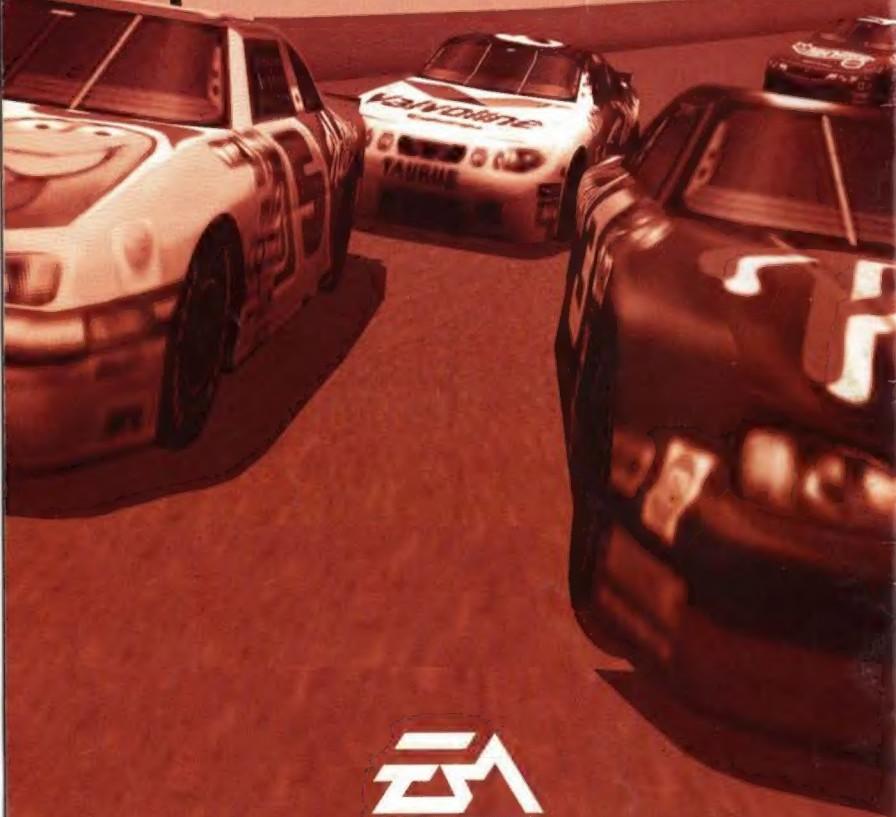


INSTRUCTION BOOKLET

EA SPORTS
www.easports.com



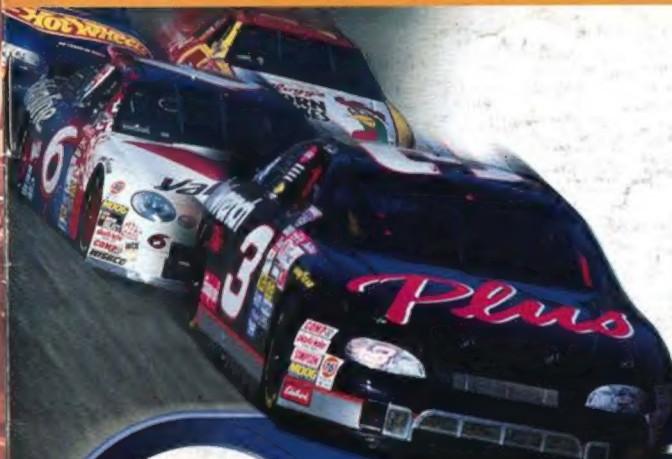
**EA
SPORTS**

1450 Fashion Island Blvd.
San Mateo, CA 94404-2064

PRINTED IN USA



CONTENT RATED BY
ESRB



NASCAR
99

 **NASCAR**



WARNINGS AND CONSUMER INFORMATION

WARNING: PLEASE READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK, OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



LICENSED BY NINTENDO

NINTENDO, THE OFFICIAL SEAL, NINTENDO 64
AND THE 3-D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1996 NINTENDO OF AMERICA INC.

CONTENTS

Control Stick Function2
Starting The Game3
Command Summary4
Introduction5
Main Menu6
Quick Race6
Single Race6
Championship9
Game Options Menu14
NASCAR® Options Menu16
On the Track19
Flags19
Drafting20
Split Time21
Time Differential22
Pit Stops22
The Pause Menu23
End of the Race25
Credits26
Warranty and Service Information28

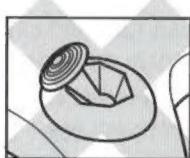


- For more information on this and other titles, check out EA SPORTS™ on the web at www.easports.com.
- Be sure to catch up on all the NASCAR racing action at NASCAR's official website at www.nascar.com.

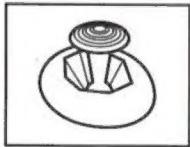
CONTROL STICK FUNCTION

The Nintendo 64™ Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding the **L** and **R** buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

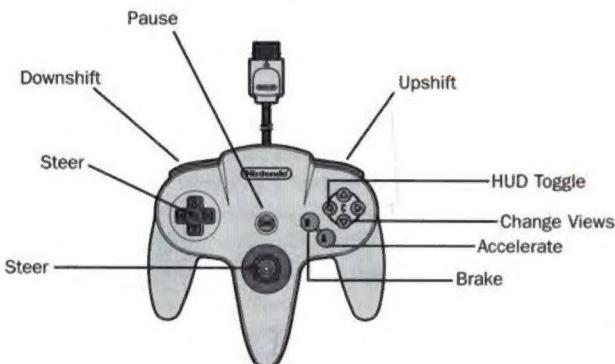
STARTING THE GAME

1. Turn OFF the power switch on your Nintendo 64 Control Deck.
WARNING: Never try to insert or remove a Game Pak when the power is ON.
2. Make sure a Controller is plugged into the Controller Socket 1 on the Control Deck.
3. If you're playing against a friend, plug the other Controller into Controller Socket 2.
4. Insert the Game Pak into the slot on the Control Deck. Press firmly to lock the Game Pak in place.
5. Turn ON the power switch. The EA SPORTS and NASCAR logos appear, followed by the *NASCAR®99* title screen. If you don't see them, begin again at step 1.
6. At the *NASCAR 99* title screen, press **START**. The Main menu appears.
(> *Main Menu* on p. 6.)

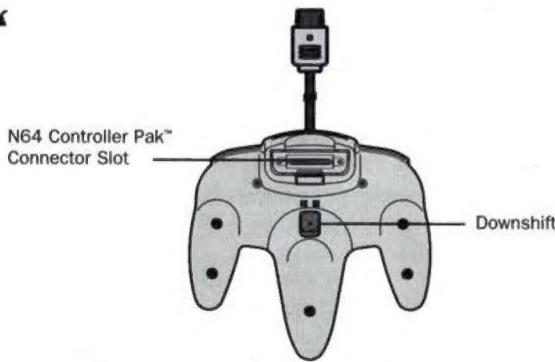
COMMAND SUMMARY

DEFAULT RACING CONTROLS

FRONT



BACK



NOTE: In NASCAR 99, the Control Pad and Control Stick function identically for \leftarrow and \rightarrow movements.

PIT STOP CONTROLS

Action	Command
Highlight pit service	\uparrow
Toggle fuel/tire service ON/OFF or Increase/Decrease downforce/wedge	\leftrightarrow

MENU SCREEN CONTROLS

Highlight menu items	\uparrow
Cycle choices/Move sliders	\leftrightarrow
Select/Continue	.A
Return to previous screen	.B

INTRODUCTION

EA SPORTS brings fender-to-fender NASCAR competition into your home like never before. Get behind the wheel of your favorite NASCAR driver's ride and race against the stars of America's most exciting sport.

All the sights, sounds, and emotions of NASCAR racing are here, so start your engine and stand on the gas—victory lane awaits!

NASCAR 99 FEATURES:

- Authentic NASCAR racing action.
- 37 NASCAR drivers and cars, including current stars and NASCAR legends.
- 17 licensed NASCAR-sanctioned tracks.
- Race analysis and color commentary by Bob Jenkins and Benny Parsons.
- Night racing at Charlotte, Bristol, and Richmond.
- Championship mode with season points tracking.
- Crew chief and spotter audio assistance.
- Comprehensive pit strategies.
- Competitive field of 20 high-resolution cars.

MAIN MENU



- Button controls specific to the current menu appear on the bottom of each menu screen.

QUICK RACE

Quick Race is a single race with a general car setup which uses the current NASCAR options. The default driver and track for a quick race are Dale Earnhardt® and Atlanta.

- To randomly select a driver and track, press the **R** button.

TO BEGIN A QUICK RACE:

- From the Main menu, select QUICK RACE. The track logo appears. Press **A** to start racing.
- For default racing controls, > *Command Summary on p. 4*. Keep reading for complete *NASCAR 99* instructions.

SINGLE RACE

NASCAR racing is about cars and competition—building the best race car and

proving it on the track. This section helps you set up your car and run a single race.

- From the Main Menu, choose SINGLE RACE. The Single Race menu appears.
- Default menu items appear in **bold** throughout this manual.

SINGLE RACE MENU

The Single Race menu contains all the options you need to spend a weekend at your favorite NASCAR track.

- When you select RACE, QUALIFY, or PRACTICE, the track logo appears. Press **A** to get to the track.
- For default racing and pit stop controls, > *Command Summary on p. 4*.

A weekend at the track.

In a typical race weekend, NASCAR teams run practice laps to test their cars' performance, constantly tweaking the car setup to get the car as fast as possible.

Next is the qualifying lap where time determines starting position. If a team is happy with its time, it's ready for the race. If not, it's back to the garage for more pre-race adjustments.

RACE

RACE takes you to the starting grid for the main event.

NOTE: In a one player single race, if you beat a best lap record you will have the opportunity to enter your initials and save the time.

QUALIFY

Qualifying is a solo attempt to post your fastest single lap time. After your qualifying run, the Qualifying Results screen displays your time relative to the best time.

NOTE: In two-player races, you do not qualify for position. User-controlled drivers always begin from the back of the starting grid.

PRACTICE

Run solo practice laps to learn new tracks and locate your car's optimum setup.



There's only one way to find the perfect setup: Experiment! After working on your setup, test it on the track with practice laps. Practice as many times as you want until you're ready to qualify or race.

Happy Hour

"Happy Hour" is the last hour of practice on the eve of the race. Teams may or may not participate, but race fans love the extra NASCAR action.

CAR SETUP

To win in *NASCAR 99*, you have to tune your car for each track.

As you modify your car's setup, the performance bars adjust to illustrate how the changes will affect your Top Speed, Acceleration, Handling, and Pit Distance.

- When you choose CAR SETUP, the Car Setup menu appears.

Transmission Choose an AUTOMATIC or MANUAL (you must shift gears) transmission.

Rear Spoiler Increasing the downforce on the rear spoiler tightens up your car, making it easier to hold your line through the turns, but greatly reduces top speed.

Wedge Wedge stabilizes your car's suspension. Increase wedge as banking increases to distribute weight to the corner of the car doing the most work.

Tire Pressure Increasing tire pressure increases your car's handling, but tire wear is greater.

Gear Ratios Low gear ratios increase acceleration; higher gear ratios increase top speed.



Set your Gear Ratios lower on road courses where acceleration out of the turns creates passing chances and higher on speedways where all-out speed wins races.

PLAYERS

Select the number of players in the race: **ONE** or **TWO** (split screen).

SELECT CAR

Choose the car and driver you want to race as on the circuit.

Legendary Drivers

You must earn the opportunity to race as one of *NASCAR 99*'s legendary drivers. Drivers become available when you place in the top-5 at selected tracks, during a Championship season, running a race length of 50% or more. Once you earn a driver, his bio appears on the screen. Save your season, and you can choose him in any racing mode.

SELECT TRACK

Choose a track for your next race.

NASCAR OPTIONS

Adjust options that affect the rules and realism of the race (> *NASCAR Options Menu* on p. 16).

CHAMPIONSHIP

Utilizing a points structure inspired by NASCAR's scoring system, Championship mode is a racing career made up of multiple seasons. This section gets you started on your championship bid.

NASCAR 99 CHAMPIONSHIP POINTS SYSTEM

Position	Points	Position	Points
1	175	11	130
2	170	12	127
3	165	13	124
4	160	14	121
5	155	15	118
6	150	16	115
7	146	17	112
8	142	18	109
9	138	19	106
10	134	20	103

- From the Main menu, choose CHAMPIONSHIP. The Season menu appears.

SEASON MENU

At the Season menu you can begin a new season or load a season in progress.

- To load a season in progress, > *Save/Load Season* on p. 13.

TO BEGIN A NEW SEASON

- From the Season menu, choose NEW SEASON. The Select Driver screen appears.
- From the Select Driver screen, select a driver. The NASCAR Options menu appears (> p. 16).
- Set NASCAR Options, then choose DONE BEGIN SEASON. Bob Jenkins and NASCAR legend Benny Parsons introduce the race from the track.

Benny Parsons

Motorsports Hall of Famer Benny Parsons is recognized as one of NASCAR's 50 greatest drivers. Parsons won the 1973 championship, the Daytona 500, and a Cable ACE award as Best Sports Analyst.

- Following the race introduction, press **A**. The Race Weekend menu appears.
- Select RACE, QUALIFY, or PRACTICE. The track logo appears. Press **A** to get to the track.
- For default racing and pit stop controls, > *Command Summary* on p. 4.

Adjust your car's setup
> *Car Setup* on p. 8

Adjust game options
> *Game Options Menu*
on p. 14



CURRENT SEASON MENU

The Current Season menu appears after the completion of each season race. Use this menu to access your next season race, keep tabs on the championship battle, save your progress, and view season records.

NEXT SEASON RACE

Choose this option to go to the next scheduled race in your season.

VIEW SEASON INFO

Visit the Season Info screen to see a complete schedule of season events. During a season, your race results are posted for completed events.

SEASON STANDINGS

The Season Standings screen keeps a running total of each team's championship points.

Here's what the final standings looked like for the 1997 NASCAR season:

1997 NASCAR CUP SERIES TOP-20 RESULTS

Position	Driver	Points	Earnings
1	Jeff Gordon	4710	\$ 4,201,227
2	Dale Jarrett	4696	2,512,382
3	Mark Martin	4681	1,877,139
4	Jeff Burton	4285	1,858,234
5	Dale Earnhardt	4216	1,663,019
6	Terry Labonte	4177	1,951,844
7	Bobby Labonte	4101	1,943,239
8	Bill Elliott	3836	1,377,607
9	Rusty Wallace	3598	1,505,260
10	Ken Schrader	3576	1,109,782
11	Johnny Benson	3575	1,120,814
12	Ted Musgrave	3556	1,128,404
13	Jeremy Mayfield	3547	943,794
14	Ernie Irvan	3534	1,492,739
15	Kyle Petty	3455	834,639
16	Bobby Hamilton	3450	1,350,335
17	Ricky Rudd	3330	1,863,040
18	Michael Waltrip	3173	1,015,384
19	Ricky Craven	3108	1,139,860
20	Jimmy Spencer	3079	1,016,109

SAVE/LOAD SEASON

If you have a Controller Pak connected to your Controller, you can save your season after any race and resume it at a later time.

NOTE: You must have the Controller Pak in the Controller when you turn on the power.

TO SAVE A SEASON

1. From the Current Season menu, select SAVE SEASON. The Save Game screen appears.
2. Select the Controller Pak slot to which you want to save your season. The symbol/character map appears.
3. To accept the default name, press START.
4. To label your season, press **C**◀ to delete existing letters, then select symbols/characters in the map.
5. Press **START** to save. The Current Season menu appears.

NOTE: If you press **B** to exit the Current Season menu without saving your season, a confirmation prompt appears. Select YES or CANCEL to continue.

TO LOAD A SAVED SEASON

1. From the Main menu, choose CHAMPIONSHIP. The Season menu appears.
2. From the Season menu, choose LOAD SEASON. The list of seasons saved to your Controller Pak appears.
3. Select the season you want to resume. The Current Season menu appears (> p. 11).

RECORD BOOKS

The Record Books track career records such as most wins and most pole positions throughout the course of your career.

GAME OPTIONS MENU

Adjust the look, sound, and feel of *NASCAR 99*.



CONTROLLER SETUP

NASCAR 99 features a selection of Controller setups, each with a different button configuration. Select the setup that feels best with your racing style.

- When you select CONTROLLER SETUP, the Controller Config screen appears.



To select a Controller setup > Control Pad <>
to select the setup you want, then press B
to accept and exit.

NOTE: If you're not using a standard controller, choose the Controller Setup option that is closest to the one you're using.

SPLIT TIME DISPLAY

Split Time Display posts split times and time differentials on the screen during your races.

BEST LINE

The best line is the darkened line around the track that shows the groove taken most often by other drivers. You can follow the best line to find the quickest way around a track.

NASCAR OPTIONS MENU

Modify race-specific rules and details.

IN SINGLE RACE MODE

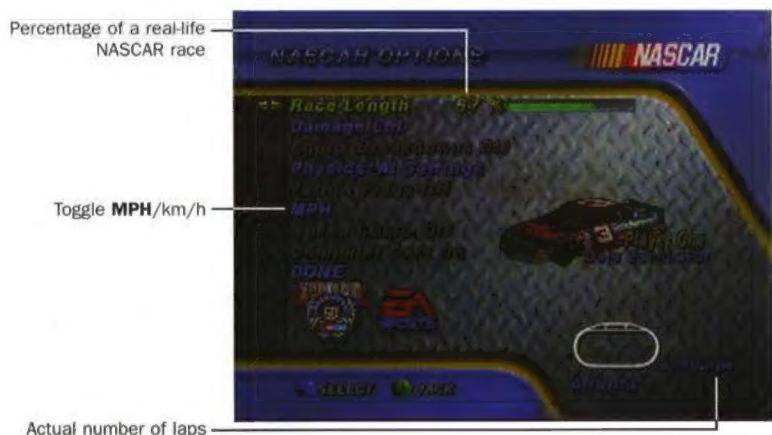
- To access the NASCAR Options menu, choose NASCAR OPTIONS from the Single Race menu.

IN CHAMPIONSHIP MODE

- The NASCAR Options menu follows the Select Driver screen.

RACE LENGTH

Set the length of your race based on the percentage of a real-life NASCAR race at the same track. Check the lap counter at the bottom of the screen for lap equivalents.



DAMAGE

Contact and car damage play key roles in the battle for position in NASCAR racing. Use this option to set the durability of the cars on the track.

- LTD** Limited. If your car crashes out, press the accelerator to have it auto-repaired.
- OFF** Cars do not sustain damage.
- ON** Cars that sustain enough damage to become undrivable are eliminated from the race. This option is not available in two-player mode.

EQUIPMENT BREAKDOWNS

The uncertainty of mechanical performance is always a factor in auto racing, especially when you're running 500 miles at Charlotte!

- If you have Damage ON, you can set Equipment Breakdown ON for the possibility of mechanical failure.

Builders

In 1997, Charlie Siegars of the Hendricks Motorsports (#24) team won his third straight Engine Builder of the Year award for engine performance and durability.

PHYSICS/AI SETTINGS

Race in Arcade mode where you have an advantage over the field, Simulation where all cars are equal, or Custom where you determine the settings.

- Choose ARCADE, SIMULATION, or CUSTOM. (As soon as you adjust a menu item, the setting becomes CUSTOM.)
- To save changes and exit, select DONE.

Opponent Strength

Adjust your computer opponents' overall performance levels.

Drafting Effect

Affects the draft strength and the distances required to catch it. Set high to draft from long distances or low for a weak draft even at close range.

Horsepower

Increase or decrease your car's horsepower output.

Car Balance Effect Reduce for a loose-running car; increase for tighter suspension.

Speed Sensitive Steering Steering becomes more difficult as your speed increases. Set low for easy steering at any speed or high for difficult steering at high speeds.

Running Loose and Tight

A loose-running car oversteers. When you try to turn, the back end loses traction and comes around, as if you were driving on ice.

A car with a tight suspension pushes. As you turn the car, instead of following the racing line to the inside of the track, the car wants to head for the wall.

YELLOW FLAGS

Whenever a hazardous situation arises on the track, the yellow flag comes out, and the field runs under caution.

- If you have Damage ON, you can set this option ON or OFF.

NOTE: Yellow flags will not appear in two-player mode.

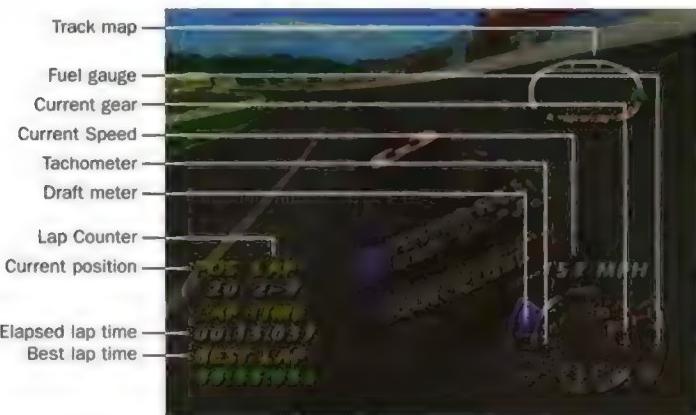
SPEED COMP.

Available in two-player mode only. When **ON** the trailing player's car gets a speed boost to catch up.

COMPUTER CARS

Available in two-player mode only. Set **OFF** or **ON** for a full grid of 8 cars.

Whether you're racing, qualifying for time, or practicing, you begin in the driver's seat with your car approaching the starting line. Take a moment to familiarize yourself with the on-screen gauges.



- When the green flag waves, punch the accelerator and put the pedal to the metal!
- For default racing and pit controls, > *Command Summary* on p. 4.

FLAGS

In NASCAR racing, track officials use flags with different patterns and color schemes to communicate with drivers during the race. In *NASCAR 99*, you'll see the following flags.

GREEN

Signifies the start of an event or a restart after a caution period.

YELLOW (CPU CONTROLLED)

Cautions drivers to slow down and hold their positions because an unsafe condition exists on the race track.

WHITE

The white flag comes out when the race leader crosses the start/finish line to begin the final lap.

CHECKERED

Indicates that the race winner has completed the race. The remainder of the cars race back to the start/finish line to determine their final positions.

DRAFTING

Drafting is driving in the wake of air created by the car in front of you so you don't have to expend fuel and power cutting through the air. Drafting plays a key role in the racing strategy of every NASCAR driver.

TO EXECUTE A 'SLINGSHOT' DRAFT PASS:

1. As you come up on the next car, position your car so that you are following an identical line.
2. Your draft meter increases as you get closer. Ease off the accelerator to keep from bumping the car.
3. When you're ready to pass, accelerate and pull up high, so that your car is just outside the draft. You can feel the air resistance slowing you down.
4. Dive down beneath your opponent and floor it. The suction of the draft will slingshot you right past!

SPLIT TIME

Checking your split time is a good way to determine if your car is getting better or worse as the race rolls on.

Each track is divided into segments, or time traps. After the first lap, your best time through the present segment appears on the screen above your current time. When you complete the segment, the time difference appears. Green indicates a faster time, while red indicates a slower time.



- To view time traps displayed on a map, access the Pause menu and select **NASCAR TIMING** (*> The Pause Menu on p. 23*).

Time Traps

Time traps are used to provide accurate timing data. Evaluating your car's performance through each segment allows you to focus your efforts on your most challenging portion of the track.

TIME DIFFERENTIAL

Time differential pinpoints your position relative to your nearest opponents. Each time you cross the start/finish line an overlay displays the name of the driver in front of you and his time advantage, as well as the driver behind you and your lead over him.



PIT STOPS

There are four situations that warrant a visit to pit road: low fuel, worn tires, poor handling, and damage. Your crew chief notifies you audibly when it's time to refuel or change the tires.

TO MAKE A SUCCESSFUL PIT STOP:

1. Plan which services you want before entering the pits.
2. Enter pit road. The Pit Service menu appears.
3. Select services before your car comes to a stop.

- To move the highlight up/down, Control Pad ↑.
- To check/cancel services and increase/decrease downforce and wedge, Control Pad ↔.
- 4. When the pit services are complete, your car pulls out of its stall. Hit the gas as you exit pit road.



By entering the pits with a plan and executing quickly, a skilled team can use its pit stops to improve the car and gain valuable positions.

Pit Crews

NASCAR pit crews have their own annual speed competition. Bill Elliott's #94 racing team won 1997's Pit Crew Championship by changing four tires and pumping 22 gallons of fuel in 20.870 seconds.

THE PAUSE MENU

Bring up the Pause menu to take a break from the action or to access Pause menu items.

- To bring up the Pause menu, press **START**.

RESUME

When you're ready to get back to the race, practice run, or qualifying round, select the **RESUME** option.

INSTANT REPLAY

Replay the last few moments of excitement on the track. You can watch the replay from the vantage point of any car on the track.



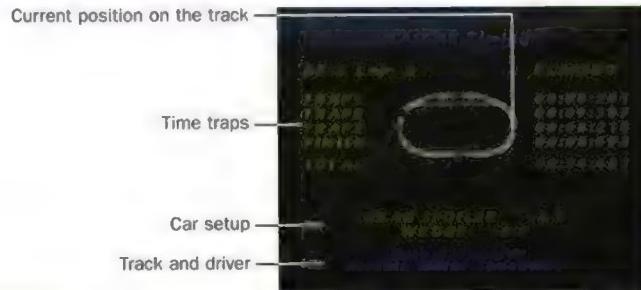
RACE STATISTICS

Access **RACE STATISTICS** to check all the cars' current positions in the field as they run.

NOTE: This option is not available during practice runs. During qualifying, access **QUALIFYING STATS** for a look at the times to beat.

NASCAR TIMING

NASCAR TIMING displays race and timing information for your car.



- To cycle BEST LAP, 2ND BEST LAP, and 3RD BEST LAP, press C► .
- To cycle ELAPSED (by trap), TIME (cumulative), and SPEED (average), press C▲ .

NOTE: This option is not available during qualifying runs.

SOUND OPTIONS

Toggle music and/or sound effects **ON/OFF**.

QUIT

If you want to abort the race, practice run, or qualifying round, select the **QUIT** option.

END OF THE RACE

Following the race, an overlay displays the top-5 drivers. The Race Results screen appears next, displaying each driver's finishing position and time behind the leader.

- At the Race Results screen, press **A**. The Single Race screen appears.

CREDITS

PRODUCTION TEAM

Created by	High Score Entertainment
Design Team	Dave Ross, Mike Williams, Cody Murry, Morgan Roarty, Michael Ress, Joe Quilici, Chris Novak
Supervising Producer	Dave Ross
Associate Producer	Mike Williams
Product Analyst	Michael Ress
Lead Tester	Brian Kingsley
Testers	Creath Carter, Chris Esaki, Jalil Jaber, Matthew Taylor, Sean Baity, Chase Nunes
Sr. Product Manager	Charlie Cooper
Legal Team	Patrick O'Brien, Elaine Mederer, Pam Wolf, Sue Garfield
Business Affairs	Robert Gonzales
Technical Director	Ken Zarifas
Documentation, Driver Bios, and Track Intros	Bill Scheppeler
Documentation Layout	Daniel Ross
Package Design	Marco Garcia
Quality Assurance	Jamil Dawsari, Rico Sablan, Todd Manning, Benjamin Crick, Jay Miller
Audio	Marc Farly
In game Commentary	Bob Jenkins & Benny Parsons
Pit Crew Chief	Stephen Stanton
Music	Scuttle Buttin' Surfing With The Alien Steve Goldstein
Original Music by	Cameras In Action, Stock Photography, Don Grassman
Driver Pictures Provided by	

Special Thanks

Bristol Motor Speedway
Executive In Charge of Production

Blake Davidson, Scott Orr, Harald Seeley, Chip Lange, Bing Gordon, Robert Gonzales, Pam Chiappe, Caboose Productions, Dave O'Neal, Kenny Wallace and the team at Filmar Racing, Motorsports Decisions Group
Wayne Estes, Tanya Hall, Lori Worley

Michael Pole

DEVELOPMENT TEAM

Developed by
Design Team
Programming Team
Art Team
Intro and Reward Sequence

Stormfront Studios
Francois Bertrand, Kenneth Hai-Ping Chao, Mark A. Fong, Jim Larsen, Jed Melnik, William Moore
Francois Bertrand, Kenneth Hai-Ping Chao, William Moore
Michael Cincotta, Robert Clarke, Pete Davis, John Keester, Jim Larsen, Gigi Lorick, Jed Melnik, William Sullivan

Animation Design
Additional Programming
Art Direction
Technical Direction
Special Thanks

Scott Foust, John Keester
Bryan Chan, Michael Chow, Joyce Colenbrander, Mark A. Fong, Masami Yamada
Jim Larsen, William Sullivan
Mark A. Fong

Donna Buchignani, Katie Jack, Pat Killingsworth, Edith Scott, Jeanne Young, Trinh Nguyen, the Chao family, Natascha Binkert, the Moore family, Véronique Grenier, Réal et Michelle, the Fong clan, Taylor Larsen, Jordan Larsen, Mac Sullivan, Elizabeth Sullivan, Graham and Suzanne Clarke, Ish and Mike

Executive in Charge of Production
Development Executive

Don L. Daglow
Masami Yamada

**NEED GAMEPLAY HELP? CALL EA'S HINTS & INFORMATION HOTLINE FOR RECORDED HINTS, TIPS, AND PASSWORDS
24 HOURS A DAY, 7 DAYS A WEEK!**

In the US, dial 900-288-HINT (4468). 95¢ per minute.

In CANADA, dial 900-451-4873. \$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

WARRANTY AND SERVICE INFORMATION

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

LIMITATIONS—This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts software product.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE—Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94065-9025, Attn: Customer Support.

RETURNS WITHIN 90 DAY WARRANTY PERIOD—To replace defective media within the 90-day warranty period, send the defective Game Pak, a copy of the original sales receipt, a return address and a small note describing the difficulties you are experiencing to the address below. If the software media was damaged through misuse or accident, you will need to follow the returns after warranty policy detailed below.

RETURNS AFTER WARRANTY—To replace defective media after the ninety (90) day warranty period has expired, send the original Game Pak to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$30.00.

Electronic Arts Customer Warranty
P.O. Box 9025

Redwood City, California 94065-9025

If you have warranty questions, you can also contact Customer Warranty via e-mail at cswarranty@ea.com or by phone at (650) 628-1900.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time.

No hints or codes are available from (650) 628-4322. You must call EA's HINTS & INFORMATION HOTLINE for hints, tips, or codes.
EA Tech Support Fax: (650) 628-5999

HOW TO REACH US ONLINE

Internet E-mail: support@ea.com

World Wide Web: Access our Web Site at <http://www.ea.com>

FTP: Access our FTP Site at [ftp.ea.com](ftp://ftp.ea.com)

NASCAR is a registered trademark of National Association for Stock Car Auto Racing, Inc.

John Andretti—“John Andretti” name and likeness, and likeness of #43 STP car used under license from Petty Enterprises.

Johnny Benson Jr.—“General Mills, Inc.” trademarks, “Roush Racing” and Johnny Benson, Jr.’s name and/or likeness by authority of Roush Racing, Livonia, MI

Geoff Bodine—“Geoff Bodine” name and likeness used under license from Mattei Motorsports. “Geoff Bodine” is a U.S. Registered Trademark of G.E. B., Incorporated.

Jeff Burton—“Exide” trademarks, “Roush Racing” and Jeff Burton’s name and/or likeness by authority of Roush Racing, Livonia, MI.

Ted Musgrave—“Primestar” trademarks, “Roush Racing” and Ted Musgrave’s name and/or likeness by authority of Roush Racing, Livonia, MI.

Ricky Craven—“Ricky Craven” name and likeness, and likeness of #25 Hendrick Motorsports car under license granted by Hendrick Motorsports. © 1998 Hendrick Motorsports.

Ward Burton—“Ward Burton” name, signature and likeness, and likeness of Bill Davis Racing Team Car #22 are used under license granted by Ward Burton and Bill Davis Racing.

Dale Earnhardt—“Dale Earnhardt” name and likeness, and likeness of the #3 Richard Childress Racing car used under license from Dale Earnhardt, Inc. © 1998 license for driver, helmet, car and uniform granted by Dale Earnhardt, Inc.

Bill Elliott—“Bill Elliott” name and likeness; likeness of the Bill Elliott Racing Team and “McDonald’s” trademark are used under license granted by Advantage Management, Inc.

Jeff Gordon—“Jeff Gordon” name, signature and likeness; “DuPont” trademark, and likeness of #24 Hendrick Motorsports car used under license granted from Jeff Gordon, Inc. © 1998 license for driver, helmet, car and uniform granted by Jeff Gordon, Inc.

David Green—“David Green” name and likeness, and likeness of the #96 Caterpillar sponsored stock car, “CAT” and “Cat Racing” designs used under license.

Bobby Hamilton—“Bobby Hamilton” name and likeness, Morgan McClure Motorsports, KODAK, GOLD, MAX and Trade Dress are trademarks licensed to Electronic Arts Inc. by Eastman Kodak Company. © Under license from Eastman Kodak Company.

Bobby Labonte—“Bobby Labonte” name and used under license from Redline Sports, © 1998 Redline Sports.

Terry Labonte—“Terry Labonte” name and likeness and Kellogg’s marks under license granted by Kellogg Company and Hendrick Motorsports. TM, © 1998 Kellogg Company.

Sterling Marlin—“Sterling Marlin” name and likeness and likeness of SABCO Racing cars © 1998 SABCO Racing, Inc. All rights reserved.

Mark Martin—“Valvoline” trademarks, “Roush Racing” and “Mark Martin” name and/or likeness by authority of Roush Racing, Livonia MI.

Steve Park—“Steve Park” name and likeness, and the likeness of the Dale Earnhardt racing car #1 are used under license.

Kyle Petty—HOT WHEELS is a trademark owned by and used under license (with permission) from Mattel, Inc. © 1998 Mattel, Inc. All Rights Reserved.

Richard Petty—Richard Petty items licensed by Petty Marketing Co., LLC. Richard Petty name is a trademark exclusively of Petty Marketing Co. LLC.

Ricky Lee Rudd—Ricky Rudd’s name, signature and likeness, and the #10 car number of the Winston Cup Car owned by Rudd Performance Motorsports, Inc. are used under license granted by LCR, Inc. TIDE is a registered trademark of Procter & Gamble Company.

Kenny Schrader—“Ken Schrader” and “Andy Petree Racing” licensed under the authority of SCM Marketing.

Mike Skinner—“Mike Skinner” name and likeness, and likeness of the #31 Richard Childress Racing Team Car are used under license.

Hut Stricklin—“Hut Stricklin” name and likeness; “Circuit City” trademark, and likeness of Stavola Brothers Racing Team are used under license.

Dick Trickle—“Dick Trickle” name and likeness, and likeness of Junie Donlavey Racing Team used under license.

Kenny Wallace—© 1998 Square D. All rights reserved. □ and Square D are registered trademarks of Square D Company. Kenny Wallace/FILMAR Racing licensed by TMDG, Harrisburg, NC.

Rusty Wallace—"Rusty Wallace" name and likeness used under license from
Rusty Wallace, Inc.

Penske—"Penske" and "Penske Auto Center" trademarks under license from Penske Racing
South, Inc.

Darrell Waltrip—"Darrell Waltrip" name and likeness, "Darrell Waltrip Motorsports" and the
likeness of the Darrell Waltrip racing car #17 are used under license.

Michael Waltrip—"Michael Waltrip" name and likeness and likeness of
Wood Brothers Racing" are used under license.

Cale Yarborough—"Cale Yarborough" name and likeness used under license.

Tracks:

Darlington Raceway, Phoenix International Raceway, Talladega Superspeedway, Watkins
Glen and all associated logos are the property of International Speedway Corporation and
used under license.

Pocono Raceway® is the registered trademark of Pocono International Raceway, Inc.

No Fear is a registered trademark of No Fear, Inc. and its use is pursuant to a limited trade-
mark authorization from No Fear, Inc.

STP, trademark used under license.

All other car, team and driver images, track names, trademarks and other intellectual prop-
erty are used under license from their respective owners.

Soundtrack:

"Scuttle Buttin'" Written by Stevie Ray Vaughan. Published by Ray Vaughan Music
(ASCAP); adm. by Bug Music, Inc. Performed by Stevie Ray Vaughan and Double Trouble.
Recording used under license from Sony Music.

"Surfin' with the Alien" Written by Joe Satriani. Published by Strange Beautiful Music
(ASCAP). Performed by Joe Satriani. Recording used under license from Sony Music.

Electronic Arts, the Electronic Arts logo, EA SPORTS, the EA SPORTS logo, and "If it's in
the game, it's in the game" are trademarks or registered trademarks of Electronic Arts in the
U.S. and/or other countries. All rights reserved.

Software and documentation © 1998 Electronic Arts. All rights reserved.